

# ACHAEMENID PERSIAN EMPIRE

## 522 - c.430 BCE

### CORE

'They wore soft caps called tiaras, multicoloured sleeved tunics with iron scale armour looking like the scales of fish, and trousers. Instead of aspides they carried gerrha with their bows cases slung below them. They carried short spears, large bows, cane arrows and daggers hanging from their belts beside the right thigh.'

**Herodotus on Persian infantry**

**Strategy Rating: 3**

**Climate: Arid or Fertile**

### ARMY SELECTION

- Command:** Must include a general  
May include up to 2 sub-commanders
- Core:** *Must include* 1 unit of Persian/Median Light Cavalry, 1 of Persian/Median infantry and 1 unit of Imperial Levy Infantry.  
May include up to 7 other core troop selections
- Support:** May include up to 4 support  
The number of support plus skirmish selections must not exceed the number of core selections
- Skirmish:** May include up to 3 skirmish  
The number of support plus skirmish selections must not exceed the number of core selections
- Allies:** Up to 25% of the points available may be spent on troops from the Allies section

### COMMAND

An Achaemenid Persian Empire army must include a general and may include up to 2 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
GREAT KING	9 + 2	9 + 3	+2	ARMY GENERAL, MOUNTED ON HORSE OR CHARIOT	100
SENIOR GENERAL	9 + 2	9 + 2	+2		60
SATRAP	8 + 1	8 + 1	+1		FREE

Upgrades: None

The Great King automatically comes with the King of kings trait. He may generate a further one but if Heroic Leader is rolled, this is exchanged for Companions. If the Great King is killed or flees the battlefield, all units/sub-commanders in the army suffer an immediate and permanent -1 penalty to their ML score.

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
SUB-COMMANDER	8 + 1	8 + 1	+1	NONE	55

Upgrades: May be mounted on a horse at a cost of 10 pts

Players may select up to 10 units from the Core Troops section. At least one unit of Persian or Median Light Cavalry, at least one unit of Persian or Median Infantry and at least one unit of Imperial Levy Infantry must be taken.

Persian or Median Light Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	3+	1	3	6	4+	1	6	7	27

Weapons: Javelins, Hand Weapon  
 Armour: None  
 Special Rules: Cantabrian Circle, Scouts  
 Upgrades: May replace javelins with composite bows at a cost of 1 pt per model.

Persian or Median Infantry

Models per unit: 16-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	6	6	11
CLOSED	10	4+	1	3	N/A	4+	1	6	6	11

The first profile is for spearmen, the second for archers.

Weapons: Spearmen - Hand Weapon, Long Spear  
 Archers - Hand Weapon, Composite Bow  
 Armour: Spearmen - Large Shield  
 Archers - None  
 Special Rules: Expert Archers, Mixed Formation, Spara  
 Upgrades: Entire unit may add light armour, spearmen upgrading ARM to 4+ (+2 pts per model) and archers upgrading ARM to 6 (+1 pt per model).

These units must be modelled with a single rank of spearmen and at least three ranks of archers. Whilst in this mixed formation the Persian archer may use the Expert Archer special rule despite being closed order.

Imperial Levy Infantry

Models per unit: 24-50

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	2	6	4+	1	5	6	4

Weapons: Hand Weapon, Long Spear  
 Armour: Shield  
 Special Rules: Levy, Mixed Formation  
 Upgrades: Up to half of the models may exchange their spear and shield for composite bow at no cost. Entire unit may add light armour, spearmen upgrading ARM to 5+ (+2 pts per model) and archers (if present) upgrading ARM to 6 (+1 pt per model). Spearmen may exchange their shield for large shield upgrading ARM to 5+ at a cost of 2 pts per model.

Persian or Median Medium Cavalry

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	3+	1	3	5+	4+	1	7	7	27

Weapons: Javelins, Hand Weapon  
 Armour: Light Armour  
 Special Rules: None  
 Upgrades: May add composite bows at a cost of 2 pts per model. May add long spears at a cost of 2 pts per model.

Imperial Levy Light Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	3+	1	3	6	4+	1	6	5	19

Weapons: Javelins, Hand Weapon  
 Armour: None  
 Special Rules: Levies  
 Upgrades: May add composite bows at a cost of 2 pts per model.

